SNS-WX-USA

WHERE IN THE WORLD IS CARMEN SANDIEGO?

INSTRUCTION BOOKLET

HI TECH EXPRESSIONS

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Thank you for selecting *Where In the World Is Carmen Sandiego®* Game Pak for your Super Nintendo Entertainment System®.

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STARTING THE GAME 3

1. Turn OFF the power switch on your Super Nintendo Entertainment System. Never insert or remove a Game Pak when the power is on.

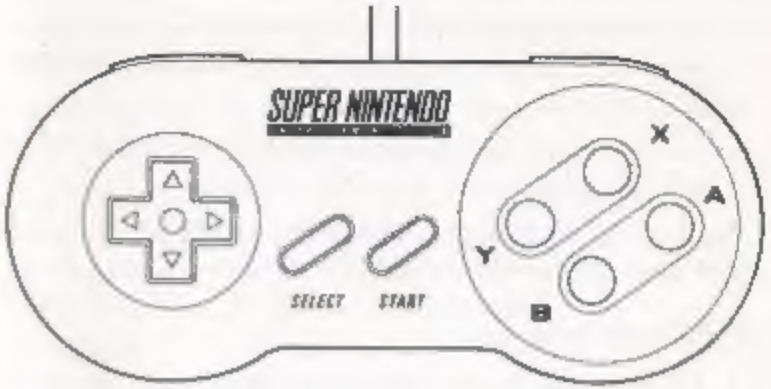
2. Make sure your Controller is plugged into the left hand port on the Super Nintendo Entertainment System.

3. Insert the Game Pak into the slot on the Super Nintendo Entertainment System. To lock the Game Pak in place, press firmly.

4. Turn ON the power switch.

5. Press START to play.

CONTROLS 4



- **START BUTTON:** Starts game
- **CONTROL PAD:** Moves cursor up, right, left, down on travel map
- **A, B, X & Y BUTTONS:** Selects control panel buttons
- **L & R BUTTONS:** Not used

- Load *Where in the World is Carmen Sandiego?®* The title sequence can be interrupted by pressing START, A, B, X or Y.

  On all screens, use the Control Pad to highlight your selection, then press A, B, X or Y to select.

- First choose a language, then press A, B, X or Y to access the Acme Comlink Computer.

You are asked to log in.

- To enter your name, Control Pad up/down/left/right to select the first letter of your name, then press A, B, X or Y to select. When you have entered your full name, press **START**.
- Choose your sex, then press A, B, X or Y to select.
- Press **START** to begin a new game or press the Control Pad up/down/left/right to enter your three-letter password and press **START** to restore your rank.

For further information on GETTING STARTED, turn to Catch A Thief on page 7.

THE CHASE IS ON...

Monday, 5 a.m. A ringing sound jars you awake. You grope the phone and drop the receiver on the floor. Out of the darkness comes the voice of the chief: "Wake up, kid. Got an assignment for you."

You stumble out of bed, turn on the light and grab your brand new detective's notebook.

"Just got a call from Interpol," says the chief. "Looks like Carmen's gang has pulled another caper."

"Any leads?" you ask.

"Not with this bunch. They're too slick. Can't give you any more details on the phone. Better get down to the office double quick. It's going to be a rough one."

"Right chief."

As your trembling hand replaces the phone on the cradle, you wonder why you ever got into this line of work. Before this morning, Carmen Sandiego and her Villians' International League of Evil (V.I.L.E.) were just sensational headlines in the newspaper. For more than five years, Carmen and her gang of felons had managed to stockpile the world's most valuable treasures while outwitting every so-called crime expert from New York to Sydney. Now they've struck again. And you, the newest employee of the Acme Detective Agency, have been given the near-impossible assignment of tracking them down.

Choosing A Language--You can work on the case in any of five languages.

- To choose a language, Press the Control Pad up/down to move the green highlight over the language of your choice, then press A, B, X or Y.

Signing In--The investigation begins at the Acme Detective Agency, your home base. You must enter your name into the Acme Comlink™ crime computer before security clears you.

- To enter your name into the crime computer, press the Control Pad up/down/left/right to move the red box over the first letter in your name, then press A, B, X or Y. Repeat the procedure for each letter in your name, then press **START**. (If you make a mistake, move the red box over **RUB** and press A, B, X or Y. The last letter you entered will be rubbed out.)

Next, enter your sex.

- To enter your sex, press the Control Pad up/down to move the red box over your gender, then press any button.

If you're not restoring a saved rank, press **START** and see The Assignment below.

Restoring Your Rank--To restore your rank, press the Control Pad up/down/left/right to move the red box over the first letter of your password, then press A, B, X or Y. When all three letters of your password have been entered, press **START**.

Everyone at Interpol knows a good gumshoe needs a break every now and then. If you need an extended vacation, you can save your rank, so when you resume your career you won't have to start at the bottom of the ladder.

- To save your rank, select the Options icon from the Acme Comlink™ and press A, B, X or Y. Press the Control Pad down to move the cursor over Quit, then press any button.

The Acme Comlink™ asks you if you're sure you want to quit. Press the Control Pad left to move the red box over the "YES" icon, then press any button.

Your password appears in quotation marks at the bottom of the Acme Comlink™ screen. WRITE IT DOWN!!!! No one else at Interpol receives this classified information, so if you lose the password you'll have to start again as a rookie.

NOTE: *When copying down your password, make sure to distinguish between lowercase and uppercase letters; they are not interchangeable.*

Once you've signed in, the crime computer displays your current rank (as a new detective, you start as a Rookie) and gives you the details of your assignment. These include what treasure has been stolen, where it was stolen from, whether the thief is male or female, and your deadline for arresting the criminal. Press any button to begin the case.

THE ASSIGNMENT

Your starting point is the scene of the crime -- the city where the thief swiped the treasure. You should refer to your Official Interpol Map on page 21-22 to familiarize yourself with the henchmen's favorite hideouts.

The thief is heading for a hideout in one of 30 locations. To win the game and advance your career, you must accomplish two tasks before your deadline:

1. Track the criminal's movements to his or her final destination. (You'll have to use the clues you find in each location to determine where the criminal is going next.)
2. Identify the criminal and get a warrant for his or her arrest. (You receive clues to the criminal's identity as you interview witnesses.)

Promotions are based on the number of cases you solve. You start as a Rookie and move up the ranks.

The following is a list of criteria for promotions:

Cases Solved	Rank
0	Rookie
1	Sleuth
5	Private Eye
12	Investigator
20	Ace Detective
30	Retirement

Warrants are issued based on information you've entered in the Database.

HINT: *Clues can lead you to a particular city or to the country in which the city is located.*

Clues to the identity of the thief will be given to you as you pursue the villian from city to city. You'll log these clues into the crime computer. When the identity of the suspect has been established the computer will issue an arrest warrant.

(To learn more about logging clues and issuing a warrant, turn to Data Key on page 12.)

HINT: *Obtaining a warrant is very important. If you don't have one, you won't be able to arrest the thief once you catch up with him or her.*

There are 10 possible suspects, any one of whom could be the thief. Carmen Sandiego® is the most elusive of the lot. During your search, the Dossiers menu allows you to select the individual crime file for any of the suspects. This gives you a chance to see who you're up against. (To learn more about the Dossiers, turn to Police Dossiers on page 16.)

THE ACME COMLINK™ CRIME COMPUTER

With the state-of-the-art Acme Comlink™, you can travel, gather and process clues, and review dossiers. The left screen displays your location, date and time so you can keep track of your progress.

The keys on the lower right panel of the screen control the crime computer. They are *Options, Travel, Search* and *Data* keys.

- To select an option, press the Control Pad left/right to move the yellow box over the key of your choice and press A, B, X or Y.

When you select the Options, Search and Data keys, you are presented with a list of secondary options.

- To select a secondary option, press the Control Pad up/down to move the cursor to the option of your choice, then press any button. To return to the main screen, highlight EXIT MENU, then press A, B, X or Y.

Options Key--The Options feature lets you review and, in some cases, change the game setup. You can read the credit screen, view your password and the current case brief, change the language, or quit the game.

NOTE: *When you Quit a game, your password is displayed on the screen; you don't have to select the Show Password option.*

Travel Key--The Travel feature lets you pursue the suspect to another location. You can also check out the possible destinations before you SEARCH to assist you in evaluating clues.

When you select the Travel Key, a map of the world appears and possible cities of destination are shown.

- **To Travel**--Press the Control Pad up/down/left/right until the red box is over the city of your choice, then press any button. If you decide you don't want to travel just yet, make sure the red box is over the city where you are, then press any button. (The city where you are presently located is lettered in white. The names of all possible destinations are lettered in yellow.)

Search Key--The Search feature lets you unearth clues regarding both the identity and whereabouts of the suspect. Clues may include physical features, hobbies and habits. You

may want to enter clues about physical features directly into the Acme Comlink (see Data Key below). That way you won't forget any of the important grit you dig up!

- **To Search for Clues**--When you select the Search key, you are given the locations of three different informants.

  Select a location, then press any button. Interview as many informants as you wish.

HINT: *Remember that the more investigating you do, the more valuable time you lose. Use THE WORLD ALMANAC to help interpret the clues you dig up.*

Data Key--The Data feature lets you view Interpol criminal files on V.I.L.E. henchmen and to enter data you've gathered from your interviews. It also issues a warrant for his or her arrest.

- **To Obtain Data**--Select DOSSIER. A list of suspects appears. Select the name of the file you wish to review, then press any button. When you've finished with the file, press any button to return to the previous screen. Select EXIT MENU to return to the main screen.
- **To Enter Data**--Select WARRANT. A character list appears. Press the Control Pad up/down/left/right to the characteristic you wish to identify, then press any button to cycle through the possible choices. When the character trait you want appears, select another characteristic or EXIT MENU to return to the main screen, or COMPUTE to run a "make".

To Issue a Warrant--Select COMPUTE. The crime computer searches through all known facts about each possible suspect. If the characteristics you entered into the crime computer match the profile of one and only one suspect, a warrant will be issued. If the characteristics fit more than one suspect, the names of all possible suspects will be displayed. In this case, you'll have to gather more clues before a warrant is issued.

HINT: *Don't worry about directing the cops to pounce on the culprit. Once a warrant has been issued, all you have to do is lead them to the criminal–they'll take care of the dirty work. Just keep gathering clues!*

USING THE WORLD ALMANAC

Your most important investigation tool is THE WORLD ALMANAC. Here you'll find information about nations of the world plus other facts you'll need to catch your suspect. Start at the index, located in the front (not the back) of the book to find a country or subject for which you have been given a clue.

NOTE: *Clues may point to either the connecting cities or other locations within those countries.*

Examples for using The World Almanac

Q: *What country uses kroner as its currency?*

1. Check your connections to find out which cities to which the thief might have fled. The possible connections could be Montreal, London and Oslo.

2. Check your OFFICIAL INTERPOL MAP to identify the countries where each city is located. You'll find Montreal in Canada, London in the United Kingdom and Oslo in Norway.

3. Locate these countries in the index and turn to the appropriate pages.
4. By looking under "Finance: Currency" in the section describing each country, you'll discover that the kroner is used in Norway, the dollar in Canada, and the pound in the United Kingdom. Looks like Norway is where you should head!

Q: *Where does the King Cobra live?*

1. Again, first check your connections, then use your OFFICIAL INTERPOL MAP to identify the countries where these cities are located.
2. Think of the general category in THE WORLD ALMANAC where you might find information about king cobras–in this case, snakes.
3. Look up "Snakes" in the index and turn to the appropriate page.
4. Find "King Cobra" under "Snakes" from the description, you now know that its home is South Asia. If one of the connecting cities were Bangkok, the capital of the Southeast Asian nation of Thailand, you'll know where to go!

The main screen always gives your present location and tells you the time and day of the week. As you arrive in each new city, be sure to read the descriptions that appear on screen. The descriptions contain information that will be useful in pursuing Carmen and her gang. The pictures themselves–notable landmarks or typical scenes from that country–may also come in handy.

The thief cleverly stays in hiding, but he orders a crony to check you out. When you see a suspicious person run across the screen, you know you're on the right track.

If you've traveled to the wrong destination (you'll know if you don't find any information or henchmen), travel back to the city where you last obtained information. Then look over the facts again and try a different destination.

No thief worth his or her salt gives up without a fight. The closer you get, the more dangerous your situation becomes.

Use the Crime Computer sparingly or you'll use up valuable hours and may miss your deadline. And don't waste time playing tourist or aimlessy crisscrossing the globe. Instead, use THE WORLD ALMANAC to decipher clues.

Be sure you've been issued an arrest warrant by the Crime Computer before you catch up with the thief. If you don't have a warrant issued for the correct suspect, you can't make an arrest, and the thief will slip through your fingers.

If you're close to capturing the thief but you have NOT been issued an arrest warrant, you'll want to go through the dossiers and take a guess at which suspect you think is guilty. Enter the data on the WARRANT screen and select COMPUTE to issue a warrant.

The following information has been gleaned from Interpol's files and our field of agents. While brief, these descriptions may contain valuable clues to be used in tracking down and identifying members of the V.I.L.E. organization.

CLASSIFIED: FOR OFFICIAL DETECTIVE AND POLICE USE ONLY

NAME: Carmen Sandiego®

OCCUPATION: A former spy for the Intelligence Service of Monaco.

MISCELLANEOUS: Carmen Sandiego® is reported to be an agent, double agent, triple agent and a quadruple agent for so many countries that even she has forgotten which one she's working for. The reddish brown-haired founder of the Villians International League of Evil (V.I.L.E.) has recruited the most cunning and resourceful band of thieves in history. During her years as a Monacan secret agent, she generally posed as a tennis pro and always traveled to and from the big matches in her 1939 Packard convertible. Carmen has a fondness for tacos and never appears in public without her famous ruby necklace, "The Moon of Moldavia".

NAME: Merey LaRoc

OCCUPATION: Ms. LaRoc is a freelance aerobic dancer.

MISCELLANEOUS: For the past five years, this brunette beauty has been traveling the world with a mobile health spa, conducting exercise classes for the radically wealthy. Rumor has it that this is merely a cover for her criminal activities. When she isn't pilfering the treasures of the world, Merey lives the good life. A world class mountain climber, she has a mania for fancy jewelry and spicy foods. She likes to relax and plot her capers in the back of a limousine.

NAME: Dazzle Annie Nonker

OCCUPATION: Proprietress of the toughest yogurt bar east of Suez.

MISCELLANEOUS: Born sole heir to the fortune of the shoelace king, Baron Frantz von Nonker, Annie was abruptly disinherited when she ran off with a Croatian tennis pro. Cast adrift when she failed to make the cut for the Davis Cup mixed doubles, she was forced to live by her wits and the paltry $3,000,000 she had saved from her allowance. With this modest windfall and her innate grit, the blood bombshell was able to open Chez Acidophilus. Frequented by the dregs of humanity, the yogurt bar has become the headquarters for V.I.L.E. Annie is rumored to have a tattoo and a craving for shellfish. She rides in a Bugatti limousine.

NAME: Lady Agatha Wayland

OCCUPATION: A colorful character with a predilection for sensible shoes, Lady Agatha is a reader of mystery stories set in upper-class English drawing rooms.

MISCELLANEOUS: Lady Agatha has no ability at solving murder cases, but she's very interested in amassing great wealth. A compulsive lawbreaker, she loves to exceed the speed limit in her Denghby super-chauvinist speedster. Red tresses streaming in the open air, she drives through the countryside looking for great Mexican restaurants. An avid sportswoman, Lady Agatha has been known to pick up a few extra dollars on weekends trouncing unsuspecting opponents at the local tennis courts. She is reported to have a diamond ring the size of a small grapefruit, which was stolen from the Royal Treasury of Graustark.

NAME: Len "Red" Bulk

OCCUPATION: Ex-professional hockey player and compulsive gambler, Len was barred for life from playing when he was caught trying to bribe himself.

MISCELLANEOUS: Bitter and unemployed, Bulk was forced to turn to crime to support his gambling habit. He swears he will quit just as soon as he "wins the big one." Because of an unfortunate habit of blocking too many shots with his head, Len will occasionally think he is a Big Horn sheep and begin climbing the nearest peak. He cannot fit into any car that has a top. Red loves seafood and tries to impress strangers by showing them the tattoo of the mermaid on the thumb of his right hand.

NAME: Scar Graynolt

OCCUPATION: Scar plays the role of a mild-mannered folk guitarist, while in reality he is a complete plug-ugly.

MISCELLANEOUS: Graynolt made a fortune selling reflective headbands to Scandinavian basketball teams to allow them to play outdoor games for the first time during the winter months. A super athlete, Scar plays killer croquet for money. One of his prize possessions is a five-carat pinky ring he won from Thor Ihrovitch in a marathon match that lasted three days. Rarely seen in public, he rides around in a limousine with shaded windows, accompanied by his trusted manservant, a 6'6" sherpa. Scar's hair is red.

NAME: Nick Brunch

OCCUPATION: Hard-boiled ex-private eye, ear, nose and throat.

MISCELLANEOUS: The only things that interest Nick are fast cars and faster women. He'll never turn down a caper that permits him to live in the fast lane. An avid mountain climber, Brunch was last seen soaring through an Alpine village on his Kamikaze 1250 "Black Mamba" motorcycle. He generally wears a soiled trench coat, snap-brimmed fedora and sports a Dick Tracy Crime fighter's ring on his left hand. A close friend of Scar, they share a common interest in Mexican food. Brunch has black hair, brown eyes and a sandy mustache.

NAME: Fast Eddie B.

OCCUPATION: A world class croquet player, he always carries his custom-made set of mallets in the trunk of his convertible.

MISCELLANEOUS: Gentleman thief and society cat burglar, Fast Eddie mixes easily with the jet set and can usually be found at one of PEOPLE Magazine's top 10 playgrounds for the rich. Impeccably groomed at all times, he once fought a duel with a waiter in his favorite Mexican restaurant who spilled a drop of hot sauce on his favorite white linen suit. His most famous crime was the theft of a damask tablecloth. Posing as a waiter, Fast Eddie removed it from the table during a state dinner for the Ambassador without spilling a drop or breaking a plate. In fact, the theft wasn't even noticed until dessert was served. This raven-haired criminal mastermind always leaves a diamond stickpin at the scene of the crime as his trademark.

NAME: Ihor Ihorovitch

OCCUPATION: Pretender to the Czarist throne and a lot of other things, too. Ihorovitch has an amazing ability to disappear from sight for varying amounts of time.

MISCELLANEOUS: He seems to have a great fascination for very large marsupials. A likable brute, Ihorovitch provides an additional hand for the mob's nefarious activities. Blond and sporting a strange Ukrainian tattoo, he has been known to eat the contents of an entire lobster tank by himself. Ihorovitch has a color television installed in his limousine so he doesn't have to miss the Saturday morning cartoon shows.

NAME: Katherine "Boom Boom" Drib

OCCUPATION: Three-time winner of the Trans-Siberian motorcycle race, Drib is the official hostess for V.I.L.E.

MISCELLANEOUS: The brunette beauty, a one-time centerfold for Popular Mechanics Magazine, is a fanatic about health and fitness. Although she has never actually attended a meeting, she is a charter member of Merey LaRoc's aerobics class. A gourmet cook specializing in seafood dishes, she is also facinated with the concept of mountain climbing. She has a tattoo of an eagle on her left bicep.

Bbk FbR
Obs

brown + white flag

OFFICIAL INTERPOL MAP

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